Marko Sreckovic

Software developer

Very passionate about programming, loves to learn new stuff and meet new people. Most interested in computer graphics.

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EDUCATION

Computer Science
Faculty of Computing (Racunarski fakultet)

10/2016 - 09/2021 *Belgrade, Serbia*

Natural sciences department
Grammar school

09/2012 - 07/2016 *Pozarevac, Serbia*

WORK EXPERIENCE

Rendering engineer / Graphics programmer
The Multiplayer Guys

09/2021 - Present *Remote*

Achievements/Tasks

- Visual improvements and tools for the existing graphical features.
- Optimizing geometry rendering and culling algorithms.
- Optimizations of the compute shaders using wave intrinsics, maximizing occupancy, reducing VGPRs etc.
- Memory optimizations.

Rendering engineer / Graphics programmer
Ubisoft

04/2021 - 09/2021 *Belgrade, Serbia*

Achievements/Tasks

- Working on Skull & Bones. The details of work are under NDA.

Junior C++ Programmer
Ubisoft

10/2019 - 04/2021 *Belgrade, Serbia*

Achievements/Tasks

- Working on a PvP for the game "Ghost Recon: Breakpoint"
- Porting "Assassins Creed: Unity" to Google Stadia platform. I was responsible for rendering part which includes porting graphics from DirectX 11 to Vulkan and optimization for given platform.

SKILLS

C++ | DirectX 12 | Vulkan | Java | Python | OpenGL

PERSONAL PROJECTS

Graphics showcase
- Showcase of the graphics algorithms for specific things. Still working on new samples.
- Sample 1: Volumetric clouds - rendering clouds using raymarching, multiple detail layers, interaction between sun light and cloud, cloud animations etc.
- Sample 2: Grass rendering - rendering high amount of animated grass using instancing, patch division, culling algorithms, LODs...

Forward+ Renderer
- Forward rendering engine with various optimizations/features
- Optims: Tiled light culling, geometry culling, meshlet culling, instancing, separate threads for loading textures/meshes
- Features: Antialiasing(TAA,MSAA), Shadows, Bloom, PBR, IBL, SSAO

2D Light simulator
- Mini 2D game engine that has focus on light simulation. Can produce very beautiful and unique 2D scenery.
- Optimized to work 60FPS even on PC with low hardware specifications.
- Simulation includes: Light occlusion, normal mapping, subsurface scattering etc.

LANGUAGES

Serbian
Native or Bilingual Proficiency

English
Full Professional Proficiency

Italian
Elementary Proficiency

INTERESTS

Gaming | Piano | Chess | Digital art | Speedcubing